What is claimed is:

1. A game apparatus comprising a connection unit, a storage unit, a reception unit, a generation unit, and a sending unit, wherein:

said connection unit can be communicably connected to a "controller which has a lever that can be moved along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever";

said storage unit pre-stores repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit receives status information from said controller via said connection unit;

said generation unit acquires the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and generates instruction information specifying a repulsive force specified by the acquired repulsive force information; and

said sending unit sends the instruction information generated by said generation unit to said controller via said connection unit.

2. The game apparatus according to claim 1, wherein

said generation unit designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information in a predetermined cycle or randomly.

3. The game apparatus according to claim 1, further comprising a calculation unit and a display unit, wherein:

said storage unit further pre-stores driving force information specifying a driving force, in association with a game status and a position of a lever;

said calculation unit calculates acceleration of an object moving in a virtual world, based on a driving force specified by the driving force information pre-stored in

association with a current game status and the position of the lever specified by the received status information; and

said display unit moves the object in the virtual world at the calculated acceleration, and displays the object on a screen at a position reached by moving.

4. The game apparatus according to claim 3, wherein:

said display unit displays on the screen, the virtual world as viewed from the position of the moved object.

5. The game apparatus according to claim 2, further comprising an audio unit, wherein:

said storage unit further pre-stores audio information in association with a game status and a position of a lever; and

sad audio unit reproduces the audio information pre-stored in association with a current game status and the position of the lever specified by the received status information.

6. A game method comprising a receiving step, a generating step, and a sending step, and being intended for communications with a "controller which has a lever that can be moved along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever", wherein:

in said receiving step, status information is received from said controller;

in said generating step, repulsive force information which is pre-stored in association with a current game status and a position of a lever specified by the received status information is acquired, and instruction information specifying a repulsive force specified by the acquired repulsive force information is generated; and

in said sending step, the generated instruction information is sent to said controller.

7. A program for controlling a computer having a connection unit communicably connected to a "controller which has a lever that can be moved along a

predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever", to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit to receive status information from said controller via said connection unit;

said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

said sending unit to send the generated instruction information to said controller via said connection unit.

8. A computer-readable information recording medium storing a program for controlling a computer having a connection unit communicably connected to a "controller which has a lever that can be moved along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever", to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit to receive status information from said controller via said connection unit;

said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received

status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

said sending unit to send the generated instruction information to said controller via said connection unit.